

LOOK FOR

# TRICK STYLE™



EVERYONE  
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CONTENT RATED BY  
ESRB

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# SHADOW MAN™

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MATURE  
M  
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ESRB

T-8106N

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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# LOADING.

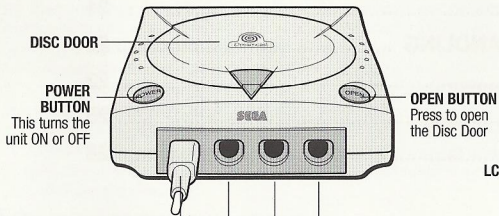
1. Make sure the power is OFF on your Sega Dreamcast Console.
2. Insert your **Shadow Man™** disc into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Port A.

**Shadow Man** is a 1 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control port of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

4. If you wish to save a game, insert a VMU (Visual Memory Unit) memory card (sold separately).
5. Press the power button ON.

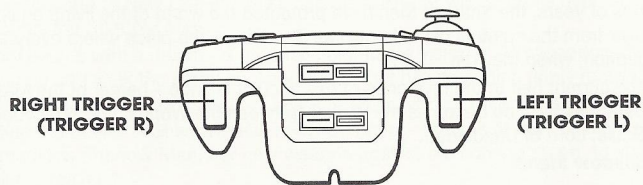
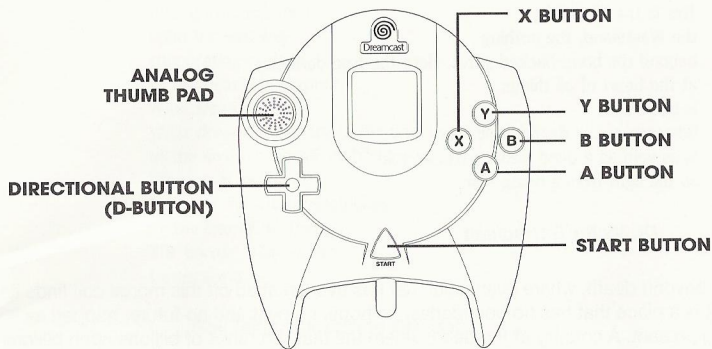
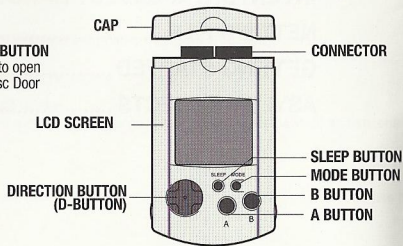
**Important:** Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

## SEGA DREAMCAST HARDWARE UNIT



**CONTROL PORTS**  
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D.** Use each port to connect controllers for players 1 to 4 respectively.  
NOTE: **CONTROL PORT** can also be referred to as **PORT.**

## VISUAL MEMORY UNIT (VMU)



# INTRODUCTION

This is the Deadside,  
the Wasteland, the nothing  
beyond the bone-backed gates. Here the true darkness  
at the heart of all things  
is made real.

What we see in death's dominion  
is as void as a dead man's gaze, as cold  
as the light from a dying star.

*Dr. Victor Batrachian*

There is a place beyond death, where every soul that has ever shuffled off this mortal coil finds its spiritual home. It is a place that has no boundaries, no hope, no past and no future, trapped as it is in an unending present. A country of the dead, where the massed ranks of billions upon billions of souls range across a limitless expanse to a dead horizon, shuffling through the echoing halls of vast, funereal palaces, trudging over blasted plains, putrid with morbid vegetation.

This is the place known as **Deadside**.

For many thousands of years, the Shadow Men have protected the world of the living against threats crossing over from the spiritual plane known as Deadside – the place where everyone goes, without exception, when they die.

Michael LeRoi is the current heir to the mysteries of this ancient lineage – bearer of the Mask of Shadows. When darkness falls, he becomes the Walker Between the Worlds, Immortal Voodoo Warrior, Taker of Souls, Lord of Deadside...

...the **Shadow Man**.



# SHADOW MAN – THE VIDEO GAME

As a god I step forth  
upon the writhing  
suppurating surface  
of the Deadside serpent.  
What sleep is here?

What dreams there are in the unctuous coilings  
of the snake's mortal shuffling.  
Weapon in my hand.  
My hand the arcing deathblow  
at the End of All Things.  
The horror. The horror.  
I embrace it...

*Guy Miller, Deadside Dreams*

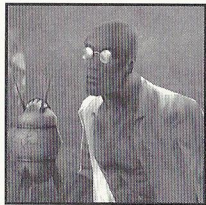
Set against the mysterious backdrop of Voodoo mythology, **Shadow Man** puts you in the role of Mike LeRoi, English Literature student turned hired assassin. Operating within the mephitic, seedy underworld of New Orleans, Mike has the ability, at will, to cross over into Deadside where he becomes the **Shadow Man**.

The story begins with a dream - a prophetic nightmare vision of Armageddon, the day that the dead rise up and walk the earth, an Apocalypse that has its origins firmly rooted in Deadside. When Mama Nettie - the powerful voodoo sorceress who created the **Shadow Man** by forcibly implanting the powerful Shadowmask in Mike's chest - dreams of the coming Apocalypse, she commands **Shadow Man**, her only weapon against the coming storm, to stop it from becoming a reality.

Destined to carry out Nettie's orders in our world (Liveside) and Deadside, for as long as he is of use to her, Mike must step across the veil into Deadside and ultimately venture into the place where all killers and madmen are consigned when they die... the Asylum.

The future of humanity is in the **Shadow Man's** hands, in a game that plunges you into the darkly beating heart of all that is, has ever been, and ever will be evil.

# THE CHARACTERS



## MIKE LEROI

Mike LeRoi is our hero's real world persona. Originally from New Orleans, 32 year old Mike is a victim of his own weaknesses.

Having flunked his courses and spent his remaining college funds on drink and gambling, this failed English literature student worked as a taxi driver in Chicago, keeping his failure secret from his family. Until the day in 1991 when one of Mike's passengers was executed in a gang-style killing, leaving \$20,000 in the back of his taxi.

Mike took the money and returned home, paying for his little brother Luke's much-needed operation and lavishing gifts upon his family with his newfound 'wealth'. Unfortunately, though, the gang was onto Mike. They tracked him down to New Orleans and began issuing death threats against him.

In desperation, Mike sought out a Bokor – a voodoo priest – to give him protection against the gang's attacks. This worked, but far too well. The gang decided to call in their debt by staging a drive-by shooting on the car in which Mike and his family were travelling. Mike's parents and his brother were killed, but somehow Mike survived.

Upon recovering from a coma and near-fatal injuries, Mike lost his memory and was drawn into the New Orleans underworld by the Bokor, the secret price for his protection being a curse on Mike that made him the Bokor's zombie slave. Working under the pseudonym 'Zero', the amnesiac Mike acted as a hitman for the Bokor, unaware of his true identity.

One night, Mama Nettie, a powerful but dying voodoo priestess stormed into the Bokor's bar, the Wild at Heart. Taking Mike into the back room, she summoned her remaining powers to forcibly implant the Mask of Shadows, a powerful voodoo artifact, into Mike's chest to turn him into the

**Shadow Man** – the supreme zombie-warrior-slave now under Nettie's control.

Nettie has since regained her powers and taken the Bokor's soul, leaving the Wild at Heart in Mike's ownership. Mike has regained something too: his memory, which now torments him. As the immortal **Shadow Man** under Nettie's control, he cannot simply end his suffering. Until he can break Nettie's spell, he is forced to obey her command and somehow seek some kind of atonement for his sins.

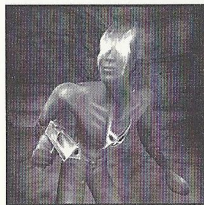
**Physical Abilities:** Mike can perform almost all of the same physical moves as the **Shadow Man**, although not necessarily as effectively. He can swim but is limited by his lung capacity, and will drown if he remains underwater for too long.

**Magical Abilities:** Mike is limited by his mortal form and possesses little in the way of magical abilities beyond a psychic affinity that allows him to see certain things for what they truly are. For example, with certain Liveside inhabitants, Mike can see glimpses of their true monstrous form when they take damage. **Shadow Man**, however, sees them as monsters all the time. The one 'magical' item that Mike can use is Luke's Teddy Bear. This token of his late brother links him to the world of the Dead, and by focussing on it Mike can pass over into Deadside and become the **Shadow Man**.

**Mortality:** Although the **Shadow Man** is immortal, Mike is not. He will drown if he runs out of air, falling a great distance will injure him, fire will burn him, and dying will send him to Deadside. (Where of course, he becomes the **Shadow Man** who has the power to return to the world of the Living as Mike).

**Weaponry:** Mike's weaponry in the real world initially comprises a handgun, plus a limitless number of clips. The handgun cannot send the undead back from whence they came, but it will certainly keep them at bay long enough for Mike to get away.

As the adventure progresses **Mike/Shadow Man** will acquire a number of weapons and items, some of which will work for both Mike or the **Shadow Man**. Certain magical weapons and items, however, will only work for the **Shadow Man**, since only in this guise can our hero use the powers of the Shadow Mask to channel magicks into them to make them work.



## THE SHADOW MAN

The **Shadow Man** is Mike's alter ego – the undead Walker-between-the-Worlds.

The **Shadow Men** of ancient times were African warriors blessed by the gods with supernatural powers to protect their native tribes emanating from the spiritual plane known as Deadside. With the advent of slavery the lineage of the **Shadow Men** was broken and almost died out.

In the eighteenth century, the powerful voodoo priestess Mama Nettie crafted the Mask of Shadows, enlisting the reluctant aid of the New World gods (Les Mystères) to empower the wearer of the Mask to access the supernatural might of the **Shadow Men** of the past. From then on, there would only be

one **Shadow Man** in existence at any given time, but the united powers within the Mask would make him the mightiest voodoo champion ever seen in this world and the next. Certainly powerful enough to keep the forces of Deadside at bay.

There have been only three previous bearers of the Mask: Maxim St James, Cole Cardinaux and Jack Boniface. However, where the previous owners wore the Mask on their faces to access its powers, Mike LeRoi has the mask implanted within his chest, making him truly a slave to it (and Mama Nettie). At night and in Deadside, the Mask emerges glowing from within his chest turning Mike into the **Shadow Man** – the Immortal Voodoo Warrior, the Walker-between-the-Worlds, Zombie Astral, Taker of Souls... Lord of Deadside...

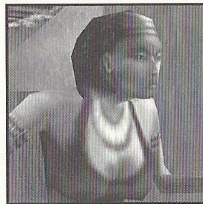
**Physical Abilities:** The **Shadow Man** can perform all of the same physical actions that Mike can, but better. In conjunction with certain magical objects he can perform additional special actions such as climbing.

**Mortality:** **Shadow Man** cannot drown. He can survive falls of any distance, and with the appropriate magical abilities (protective tattoos known as the Gads) he can also make himself immune to the effects of fire.

**Weaponry:** **Shadow Man** is armed with the Shadowgun, the Deadside representation of Mike's handgun. Although similar in appearance, the difference lies in the fact that **Shadow Man** has the power to channel the power of the Mask through it. Rather than firing normal bullets, the Shadowgun literally focuses the power of Death itself from the Mask and unleashes spectacular destruction in the form of shrieking wraiths, ripping through its victims to leave their souls behind.

**Magical Abilities:** In addition to using the Shadowgun to visit various types of unpleasant mayhem on its victims, **Shadow Man** has the ability to use magical voodoo items in his possession as well as the ability to channel the power of the Mask into various objects within the game worlds.

Within the adventure, **Shadow Man** becomes increasingly more powerful by taking 'Dark Souls' which not only enhances his ability to wield the Shadowgun, but also the voodoo weapons and items as well as giving him more power to channel into game world objects.



## MAMA NETTIE

Nettie is the powerful voodoo priestess who created the Mask of Shadows and therefore controls the bearer of it – Mike LeRoi. Although she appears to be in her mid-20s, Nettie is in fact centuries old, her soul simply inhabiting the body of a young woman whom unfortunately became involved in Nettie's schemes.

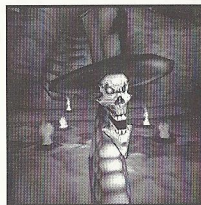
Although incredibly powerful, Nettie cannot travel to Deadside, the world of the Dead, which is why she needs her 'assistant' Jaunty and

particularly the **Shadow Man**, a warrior that can cross between the worlds and fight battles in Deadside for her.

There is another side to the relationship between Nettie and the **Shadow Man**. **Shadow Man** must get 'romantically involved' with Nettie on a regular basis, giving his Shadowpowers to her in order to sustain her youthful form.

Nettie is one of the two characters in the game that Mike or **Shadow Man** may 'talk' to. Her purpose in the game is to provide Mike with various items that unlock certain areas of the game (such as Luke's Teddy Bear, which allows Mike to travel to Deadside), as well as assisting his quest by giving him 'advice'.

This advice is always based upon what she knows of the voodoo prophecy that the **Shadow Man** must fulfil. Having never really experienced Deadside in the way that Jaunty and the **Shadow Man** have, her speeches are therefore mystical allusions to be unraveled, rather than direct references and commands.



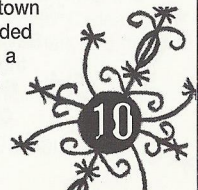
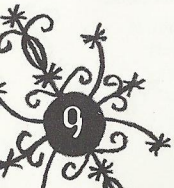
## JAUNTY

Jaunty is Nettie's 'assistant' in Deadside, the unfortunate victim of a kidnapping, an occult experiment that went somewhat awry, and a bungled deal with a voodoo priestess.

Walking back from the pub late one night in his hometown of Dublin, Jaunty was passing the University and decided to stop to take a small... break. Unfortunately for him, a group of students dabbling with the occult kidnapped

him and ritually sacrificed him as a part of their experiment.

Jaunty would have been condemned to an eternity in Deadside had it not been for Mama Nettie, who spoke to him from across the veil and



convinced him to join her, to be her eyes and ears in Deadside. The reward: a new body and a chance to 'live' again.

The specifics of the deal could not have been thoroughly worked out, for Jaunty appears in Deadside as a serpent with a skull for a head. His real world body is that of a disfigured dwarf. In either incarnation, Jaunty is not a pretty sight, and is not much of a fighter either – hence Mama Nettie's need for the **Shadow Man**.

In the adventure, Jaunty is in Deadside guarding the Marrow Gates – the entrance to the world of the Dead – awaiting the **Shadow Man**. Jaunty is the other character that **Shadow Man** may seek out and converse with. His role is to reinforce and clarify the advice that Nettie gives.

## 'LEGION'

'Legion' is Evil incarnate and is known to many cultures and religions throughout time by many names...

And he asked him,  
What is thy name?  
And he answered, saying,  
My name is Legion: for we are many.

*Mark Chapter 9, Verse 5*

## MAIN MENU

From the copyright screen, press **START** to access the Main Menu.

**New Adventure:** Allows you to start a completely new game. Press the **A** BUTTON to begin.

**Restore Adventure:** Allows you to restore a previously saved adventure. Use **↑** or **↓** to select a saved game, then press the **A** BUTTON to begin or the **B** BUTTON to go back to the Main Menu.

**Review Movies:** Allows you to view any of the cut-scenes that have been triggered during previous games. Use **↑** or **↓** to select a movie, then press the **A** BUTTON to begin or the **B** BUTTON to go back to the Main Menu.

**Options:** Takes you to the Options screen where the game settings can be tweaked.

## OPTIONS

The following options are available:

**Sound Effects Vol:** Allows you to change the volume level for all sound effects and cut-scene audio. Use **←** and **→** to adjust the level from 0-100. **Note:** Setting the volume to zero effectively turns OFF the sound effects.

**Music Vol:** Allows you to change the volume level for all music. Use **←** and **→** to adjust the level from 0-100. **Note:** Setting the volume to zero effectively turns OFF the music.

**Sound Mode:** Use **←** and **→** to toggle between **MONO** and **STEREO**.

**Subtitles:** This option controls the subtitles which are displayed during the cut-scenes. Use **←** and **→** to toggle the subtitles **ON** or **OFF**.

**Shadow Display:** This option allows you to choose whether or not the Shadow Display is always on-screen, or appears only when needed. Use **←** and **→** to toggle between **ON** and **AUTOHIDE**.

**Configure Controls:** Takes you to the Configure Controls screen.

**Initial Settings:** Press the **A** BUTTON to reset all items (on this screen only) back to their default settings.

## CONFIGURE CONTROLS

This screen allows you to change the current controller configuration. Use **←** and **→** to select the required configuration, then press the **A** or **B** BUTTON to return to the Options screen.

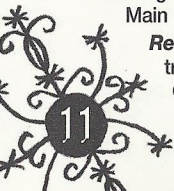
## PAUSE MODE

Press **START** at any time during the game (apart from cut-scene movies) to enter **Pause Mode**. You can press **START** again to un-pause the game and resume play.

Under the level name, the number of Dark Souls collected / remaining on the current level and total number of Dark Souls collected / remaining are shown underneath. Displays for Cadeaux, Violator Ammunition, Shotgun Shells, and 9mm Ammunition appear at the bottom-left, and the Shadow Display in its usual place at the bottom right.

**Options:** Takes you to the In-Game Options screen. See **OPTIONS** for more information (**Note:** Not all configurable settings from the Main Menu Options screen are present).

**Save Adventure:** Allows you to save the current game. Previously saved files are displayed in



**YELLOW.** Use **↑** and **↓** to select a slot, then press the **A** **BUTTON** to save (you will be asked to confirm). The new save is displayed in **GREEN**. Press the **A** **BUTTON** to create this new save. If there is insufficient space to save the game, you will be given the option to delete a file. Use **↑** and **↓** to select a slot, then press the **A** **BUTTON** to delete (you will be asked to confirm).

**Note:** The **SHADOWMAN.SYS** file is not a game save, but does contain important data such as Secrets, Cut Scene information, and Options settings. To retain this data, be sure not to accidentally delete this file.

**Restore Adventure:** Allows you to restore a previously saved adventure. Use **↑** and **↓** to select a save game, then the **A** **BUTTON** to begin or the **B** **BUTTON** to exit back to the Pause Menu.

**Secrets:** Allows you to activate any secrets which have been triggered. Use **↑** and **↓** to select a secret, and use **↵** and **↵** to toggle it **ON** or **OFF**. **Note:** some secrets can be used in conjunction with others, others cannot.

**Quit:** Allows you to exit the game and return to the Main Menu. At the confirmation prompt, use **↵** and **↵** to choose **YES** or **NO**.

## CONTROL & CONTROL MODES

### DEFAULT CONTROLS

**Note:** The following controls are based on the default 'Classic' configuration. Controls available in other configurations may vary.

### IN-GAME

#### MOVEMENT

Forwards Analog Thumb Pad **UP**  
Backwards Analog Thumb Pad **DOWN**  
Left Analog Thumb Pad **LEFT**  
Right Analog Thumb Pad **RIGHT**

#### MOVEMENT FUNCTIONS

Snipe / Break Lock-On Strafe Directional Button **↑**  
Strafe **HOLD LEFT** Trigger + Analog Thumb Pad **↵** / **↵**  
Crouch **RIGHT** Trigger

### ACTIONS

Jump  
Left Hand / Quick Draw & Fire  
Right Hand / Quick Draw & Fire  
Action

### CAMERA

Camera Zoom In  
Camera Zoom Out  
Camera Pan Left  
Camera Pan Right

### OPTIONS

Inventory

Pause / Options

### MENUS

#### CHOOSE MENU ITEM

Up  
Down

#### MODIFY MENU ITEM

Left  
Right

#### CONFIRM MENU ITEM

Select Item  
Back / Cancel

**Y** Button  
**X** Button  
**A** Button  
**B** Button

**HOLD LEFT** Trigger & Directional Button **↑**  
**HOLD LEFT** Trigger & Directional Button **↓**  
**HOLD LEFT** Trigger & Directional Button **↵**  
**HOLD LEFT** Trigger & Directional Button **↵**

Directional Button **↑**  
**X** Button = **LEFT** Hand selection  
**A** Button = **RIGHT** Hand selection  
**START** Button

Analog Thumb Pad / Directional Button **↑**  
Analog Thumb Pad / Directional Button **↓**

Analog Thumb Pad / Directional Button **↵**  
Analog Thumb Pad / Directional Button **↵**

**A** Button  
**B** Button





## AMBIDEXTERITY

Mike / Shadow Man is ambidextrous, a feature which allows any weapon / item combination in any hand. Pressing **Left Hand** or **Right Hand** will cause him to perform an action with his left / right hand or the weapon /item held in it.

## QUICK-DRAW AND FIRE

Providing Mike / Shadow Man does not have his handgun / Shadowgun drawn, and the relevant hand is empty, pressing **Left Hand** or **Right Hand** will Quick-Draw and fire the handgun / Shadowgun.

## PERFORMING ACTIONS

The Action button is used in context sensitive cases (such as pulling a lever), for which Mike / Shadow Man should be stood in the correct position. Some actions require the use of objects from Mike / Shadow Man's inventory – in these cases use the **Left Hand / Right Hand** controls to use that object as required.

## SNIPING

Pressing **Snipe** takes Mike / Shadow Man into Snipe (or '1st Person') mode. Using the **Forwards**, **Backwards**, **Left** or **Right** controls allow him to look around to target enemies. Pressing **Snipe** again will disengage Snipe mode. Note that our hero cannot move, jump, or swim while sniping.

## STRAFING

The **Strafe** controls allow Mike / Shadow Man to move sideways, ideal for keeping aim as he runs across the ends of corridors. Holding **Strafe** and pushing **Left / Right** will allow Mike / Shadow Man to make running sidesteps.

## LOCK-ON STRAFING

When Mike / Shadow Man's firing is automatically locked on to a target, using the **Strafe** controls will actually move Mike / Shadow Man in a circle around the closest target, pushing **Forwards / Backwards** to move him in closer / further away. A cursor will appear to indicate which enemy is currently targeted. Holding the **Snipe** control during this mode deactivates Lock-On Strafing, allowing Mike / Shadow Man to move sideways.

## CROUCHING

Holding **Crouch** drops Mike / Shadow Man to a crouched position that not only makes him a smaller target for enemies, but also allows him to duck below moving objects.

FIRST  
CLASS  
POSTAGE  
HERE

FILL OUT  
AND WIN!

see back for details



SHADOW MAN™ FOR SEGA DREAMCAST™ GAME CONSOLE

Product Item # 83141

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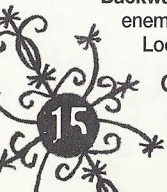
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## AIR SUPPLY

Mike's Air Supply is always incremented whenever his head is out of water. With his head underwater, it will steadily diminish until he restores his Air Supply by getting his head back into the air. With no Air Supply remaining, Mike will drown. **Shadow Man** is not restricted by an Air Supply, and can survive underwater for an unlimited period.

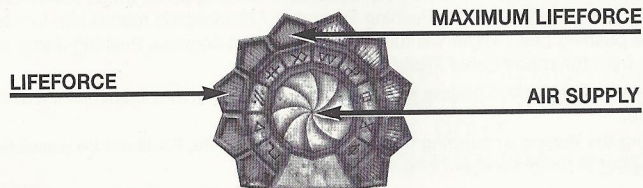
## CAMERA CONTROLS

The camera can be moved to any one of eighteen preset positions relative to **Mike / Shadow Man**. Pushing **Camera Pan Left** or **Camera Pan Right** rotates the camera to any one of six preset rotations. Pushing **Camera Zoom In** or **Camera Zoom Out** dollies the camera closer / further to any one of three preset positions.

# THE SHADOW DISPLAY

This is the on-screen pop-up display that appears in one of two forms, depending upon whether our hero is in his **Mike** or **Shadow Man** persona.

## MIKE'S SHADOW DISPLAY



## LIFEFORCE

The LifeForce display comprises the outer edge of the Shadow Display, and is made up of 10 individual segments. **Mike / Shadow Man's** LifeForce appears as a bright red arc on this display.

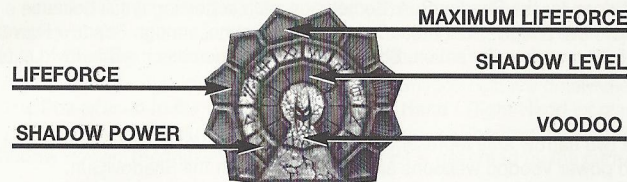
## MAXIMUM LIFEFORCE

At the start of the adventure **Mike / Shadow Man's** maximum LifeForce is limited to only 5 of the total 10 segments of the display. By visiting certain voodoo altars around Deadside, **Shadow Man** may make offerings to the Loa (voodoo gods) that will increase this maximum.

## AIR SUPPLY

The display appears as a solid blue disc when the Air Supply is full, slowly diminishing when the Air Supply begins to run out. Should **Mike's** Air Supply completely run out, he will drown. If **Mike** manages to get his head above water, his Air Supply will begin to replenish.

## SHADOW MAN'S SHADOW DISPLAY



**Shadow Man's** version of the Shadow Display differs from that of **Mike's** in that the hub area of graphic contains a representation of the Shadowmask and two narrower arcs depicting Shadow Power and Voodoo. **Shadow Man's** LifeForce arc is exactly the same as **Mike's**.

## SHADOW LEVEL

This purple double-arc represents **Shadow Man's** current Shadow Level. **Shadow Man** begins the adventure without any Shadow Levels, but by collecting Dark-Souls throughout the game he may increase it to its maximum 10, filling in with purple all of the large double-sized segments within the hub area of the Shadow Display.

## SHADOW POWER

The innermost of the two narrow arcs is Shadow Power, and depicts the power of the Shadowmask during **Shadow Man's** special context-sensitive Shadowmask actions, and the power of his signature weapon, the ShadowGun.

When the player is controlling **Shadow Man** and holds down the relevant control (**Left Hand / Right Hand**) to power up the ShadowGun, the level of Shadow Power is displayed as a bright, white / blue, steadily rising arc overlaid on top of the inner arc of the purple Shadow Level Display. This continues until the maximum level is reached (limited by **Shadow Man's** current Shadow Level).

If at any time during this 'powering up' process, the player releases the control, the ShadowGun is fired with the level of Shadow Power currently shown on the display.

## SHADOW POWER – CONTEXT-SENSITIVE ACTIONS

Certain special context-sensitive actions involve channeling the powers of the Shadowmask into things other than the ShadowGun. In these instances, Shadow Power is channeled into an object in the environment, such as the consoles that open up the Coffin Gates, by pressing the **Action button** in the vicinity of the object.

During this channeling sequence, the Shadow Display reflects the channeling of Shadow Power in the same way as it does for the ShadowGun. Sometimes such actions may fail because **Shadow Man** does not have a high enough Shadow Level to channel enough Shadow Power into the item. To successfully complete the action, **Shadow Man** must increase his Shadow Level by collecting more Dark Souls.

## VOODOO

The outermost of the two narrow arcs represents the current level of Voodoo, the power that **Shadow Man** uses to power Voodoo weapons and items other than the ShadowGun.

In simple terms, this is a kind of 'Voodoo battery-power', displayed as a golden arc that overlays the outer part of the purple Shadow Level display. Voodoo Power is depleted by **Shadow Man's** use of Voodoo items and weapons, draining Voodoo Power according to their own rules.

**Shadow Man** begins the adventure without any voodoo, which increases with the collection of Voodoo Skulls (again, this is limited by **Shadow Man's** current Shadow Level).

# QUEST ITEMS

## NETTIE'S FILE

Produced by Private Investigator Thomas Deacon, this file contains important information on several serial killers.

## THE SHADOWGUN

**Mike / Shadow Man's** basic weapon, appearing as a Handgun in Liveside, and a wraith-spitting death-bringer in Deadside. The two incarnations are as follows:



### HANDGUN

The Liveside version of the ShadowGun, firing an unlimited supply of bullets. It lacks the ability to slay the undead but does keep them occupied while **Mike** beats a hasty retreat.



### THE SHADOWGUN

The Deadside equivalent of **Mike's** Handgun fires wraiths that issue screaming from the barrel and allows **Shadow Man** to channel his Shadow Power into his enemies to tear the souls from their bodies.

Should the ShadowGun be used to deal the killing blow to an enemy, the enemy will leave behind a LifeForce Energy, which may be collected to replenish **Shadow Man's** LifeForce. Some enemies in the game have 'Dark Souls' within them, which makes them immortal. Because the ShadowGun's wraiths tear the soul from the creature's body it is the only weapon in the game capable of finishing an otherwise immortal Dark Soul creature.

The size and hit strength of the shots fired by the ShadowGun are determined by the level of Shadow Power used to fire the shot. Holding **Left Hand / Right Hand** increases the level of Shadow Power until the button is released. This fires the ShadowGun with the appropriate level of Shadow Power. The maximum strength of a shot is governed by the current Shadow Level.

## LUKE'S TEDDY BEAR

Given to **Mike** by **Nettie** at the very start of the adventure, the Teddy Bear represents the link between **Mike** and his dead brother **Luke**, and as such, by focusing on it, **Mike** can pass across the veil into Deadside.

This is first used by **Mike** to travel between the Louisiana Swampland and Deadside by using the Teddy Bear Screen. As **Mike / Shadow Man** visits other areas, additional 'memories' of those locations are added to the Teddy Bear Screen. This means that by the end of the adventure **Mike / Shadow Man** can instantaneously travel between all of the major locations.

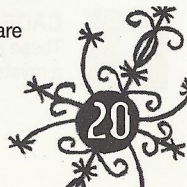
## BASIC WEAPONS

The following weapons only work in Liveside – they cannot be used in Deadside since they are real world, physical items.



### SHOTGUN

The Shotgun is a powerful secondary weapon for **Mike**, and there are two of them to be found during the adventure. The Shotgun, unlike the Handgun, is limited in ammunition, replenished by collecting shotgun ammunition pickups.





### MP-909

Another secondary weapon, the MP-909 submachine gun adds rapid firepower to Mike's arsenal. As with the shotgun, the MP-909 is limited in ammunition, so Mike must collect 9mm ammunition clips.



### 0.9-SMG

The third of Mike's additional secondary weapons is the all-powerful 0.9-SMG which, like the MP-909, requires the collection of 9mm ammunition clips in order to maintain a healthy rate of fire.

## COLLECTABLE ITEMS



### LIFEFORCE ENERGY

LifeForce Energy is released whenever a creature is killed with the ShadowGun (providing that creature does not contain a dark soul), or whenever certain receptacles, such as pots and barrels, are destroyed. Depicted as a particle swirl, it rapidly dwindles if not collected in time.



### SKULLS

Skulls can be found in many areas throughout the adventure, though most are contained within receptacles such as pots and barrels (as with LifeForce energy, these need to be destroyed to release the collectable within). Collecting Skulls increases Shadow Man's Voodoo level, used to power the Voodoo Weapons.



### DARK SOULS

These form the backbone of the adventure, and it is up to Shadow Man to collect these before Legion does. Collecting multiple Dark Souls increases Shadow Man's Shadow Level, and as Shadow Man takes more Dark Souls he can go further into the adventure.



### CADEAUX

These are small pots, gift offerings to the Loa. Their use remains something of a mystery.



### SHOTGUN AMMUNITION

These small boxes of shotgun ammunition must be collected in order to use the shotgun. Each box contains 6 shotgun cartridges. With only one shotgun, the maximum is 50 cartridges, increasing to 99 when two shotguns have been collected.



### VIOLATOR AMMUNITION

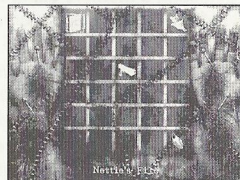
In order to function, the Violator requires Mike / Shadow Man to collect certain ammunition cartridges. Each cartridge contains 20-40 violator rounds, with a maximum of 999 rounds.



### 9MM AMMUNITION

This ammunition is depleted by both the MP-909 and the 0.9-SMG weapons, and must be collected in order to use either weapon. Each cartridge contains 20 9mm rounds. With only one 9mm weapon, the maximum is 200 rounds, increasing to 400 when two 9mm weapons have been collected.

## INVENTORY & OBJECT HANDLING



The Inventory screen shows all of Mike / Shadow Man's accrued objects, represented by icons in a large grid.

**Note:** At the beginning of the adventure, the only item present in the Inventory is Nettie's File.

To place an item in either hand, move the cursor over the appropriate item and press the **Left Hand** or **Right Hand** button. If the destination hand is full, the item in the hand will be put back into the grid and the new item put into the destination hand.

Selecting an empty space on the grid and pressing **Left Hand** / **Right Hand** will clear the appropriate hand of any items.

A red cursor denotes an object cannot be used – this can be for a number of reasons, but most commonly it occurs when Mike or Shadow Man attempt to use **Deadside** or **Liveside** objects respectively.

**Note:** If Mike / Shadow Man is hanging, the Inventory Screen will prevent both hands being loaded with items; only one hand may contain items during these maneuvers.



If the cursor is over a non-hand-held item, such as Nettie's file, pressing **Left Hand**, **Right Hand**, or **Action** will jump to the relevant object's screen / activate relevant context sensitive action (regardless of the hand's contents).



## TEDDY BEAR

Once Mike has met Nettie for the first time in The Louisiana Swampland, he is given his late brother Luke's Teddy Bear, which, because of its connection to Luke, allows Mike to travel to Deadside and become the **Shadow Man**.

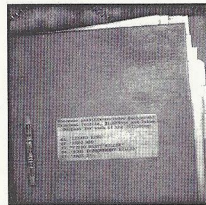
When used from the Inventory, the Teddy Bear brings up a screen that shows a number of 'memories' – small iconic screenshots representing significant landmarks within the game.

Selecting a memory using the on-screen cursor allows **Mike / Shadow Man** to transport to that landmark using his powers. The number of Dark Souls collected / required for that level are also shown, along with the total number of Dark Souls collected / required for the entire adventure.

At the beginning of the adventure, icons will only be visible for the church interior in The Louisiana Swampland (where Nettie is, so the player can get back to her quickly) and the Deadside Marrow Gates (where Jaunty is, so the player can find him quickly too).

As the player explores more of the game, uncovering significant landmarks (depicted by the Teddy Bear images which materialize during the adventure), more icon memories are added to the screen.

This means that by the end of the game the player will have a complete set of locations which they can easily and quickly jump between by using the Teddy Bear, but will have had to visit first to earn.



## NETTIE'S FILE

At the beginning of the Adventure, Nettie's File is the only item in **Mike / Shadow Man's** possession, given to him by Nettie during their nighttime rendezvous at the Wild at Heart.

The file contains information compiled by a Private Investigator, Thomas Deacon, who has gathered information, at Nettie's request, on five serial killers.

Accessing the information contained within the file – indeed, any book which **Mike or Shadow Man** collect during the adventure – is relatively simple. When the item is used from the Inventory screen, the direction controls allow access between the various pages and sections (if applicable).

All such books and documents will remain in the inventory for the duration of the adventure – once collected, they cannot be taken or lost, providing a constant source of reference which is accessible at any time.

## DEATH & REINCARNATION

*And deeper still,  
the morbid mystery entwines.  
What love I ever had for life  
should find its place in here –  
locked within a cankered cell,  
beset by madmen,  
chained to hell.*

*Guy Miller, Deadside Dreams*

Essentially, it is not possible for either **Mike or Shadow Man** to 'die' in the traditional sense. Should Mike's LifeForce be exhausted, he passes across the veil into Deadside – here he becomes **Shadow Man**, who then has the power return to the world of the living (Liveside) as Mike.

If **Shadow Man** dies in Deadside then he returns to the start of the level he is in (unless he has triggered a Teddy Bear 'memory', in which case he will start from there).

If **Mike / Shadow Man** dies in Liveside, he returns to the schism from which he entered Liveside. Should Mike die in the Louisiana Swamp, the first level of the game, he will be taken to the Deadside Marrow Gates.



# GETTING STARTED

**Shadow Man** is an immensely complex and non-linear adventure and, as such, it's possible you might experience the odd hurdle. In order to keep the gameplay satisfying and fulfilling, for most of the adventure you'll be completely on your own. Luckily, traversing the Louisiana Swamp will have taught you all the fundamental skills required to tackle the rest of the game.

However, just in case the Swamp itself is proving a little too obscure for your liking, here are a few tips and pointers to combat some of the more common problems.

## WHERE IS MY GUN?

Mike begins the adventure without any items in his possession, aside from Nettie's File (which is a source of extremely valuable information and should be read through carefully). The first goal is to find Nettie, who, as she says in the introductory sequence, is waiting for you in the church on the hill.

## I CAN'T FIND THE CHURCH!

The church is situated on the top of the hill, overlooking the entire swamp. There is a distinct one-way route to the church, so keep running, climbing, and jumping and you'll soon arrive.

## I'VE SPOKEN TO NETTIE. NOW WHAT?

At this point, you are free to explore the rest of the swamp to discover the remainder of its secrets and tackle the rest of its inhabitants. To progress with the adventure, however, you must use Luke's Teddy Bear to go Deadside, as Nettie advises.

## I'M DEEPER INTO THE ADVENTURE. NOW WHAT?

Try speaking to Nettie or Jaunty first. If you're still stuck, try visiting areas you've been to already, with any new items or powers you have attained, and study any documents for clues. If all else fails, the following sections will shed even more light on the various tasks and objects which lie ahead.

# PROPHECY ITEMS



## THE PROPHECY

Hidden within the Paths of Shadow, The Prophecy contains a letter from Maxim St. James (one of the previous Shadow Men), detailing an ancient prophecy of the apocalypse - this is portrayed as a series of tarot-like cards packed with background details. It can be 'read' from the Inventory Screen just like Nettie's File and Jack's Journal.



## THE GADS

These are special markings (voodoo tattoos), which only appear on **Shadow Man**. The Gads, of which there are three types, give him certain special abilities which all allow access to previously inaccessible areas. The gads are awarded on completion of specific trials within the Temples.



'Toucher' allows him to touch fiery objects and perform certain fire-related actions, such as hanging on to burning ledges. 'Marcher' allows **Shadow Man** to walk over hot coals and fire. Finally, 'Nager' gives him the ability to submerge in lakes of burning liquids and walk through sheets of fire.



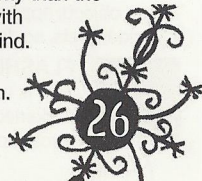
## THE POIGNE

These are special wristlets which, once collected, allow **Shadow Man** to climb the Bloodfalls in Deadside, and as such they cannot be used by Mike.

# VOODOO WEAPONS

These are arcane weapons powered by Voodoo (which they deplete at rates dependent on their actions), and can only be used by **Shadow Man**. With a greater damage capacity than the ShadowGun, they are weapons of mass destruction. Dealing the killing blow with a Voodoo Weapon will totally disintegrate the enemy, leaving no LifeForce behind.

For enemies containing immortal Dark Souls, Voodoo weapons will only incapacitate them long enough for their soul to be taken using the ShadowGun. Additionally, all but the Asson and Enseigne have dual purposes.





### ASSON

The Asson is the sacred rattle of the voodoo priestess. When used, it fires long-range burning voodoo skulls.



### BATON

This is a short spear which uses Voodoo to jab enemies and inflict damage on them. It also has a second, more powerful use...



### FLAMBEAU

When carried openly, the Flambeau acts as a Torch to illuminate the surrounding area, using Voodoo to fuel its light. It can be fired, though this uses vast amounts of voodoo. It can also be used to burn through special barriers in the Deadside areas.



### MARTEAU

This artefact is a voodoo jawbone drumstick which, when fired, uses Voodoo to create 'shockwaves' at floor level – the fiery tendrils which issue forth from the point of impact will seek out and inflict damage on enemies.



### CALABASH

A small gourd that allows Shadow Man to channel voodoo. When activated, Shadow Man tips the gourd over at floor height, causing a massive localized explosion of Voodoo power.



### ENSEIGNE

This small shield uses Voodoo to project a fiery voodoo shield around Shadow Man. If used carefully, it can prove highly useful in deflecting enemy attacks.

## ASYLUM ITEMS

Mechanical creations designed within the Asylum to operate in the real world, the Asylum objects work in both our world and the netherworld, and, as such, can be used by both Mike in Liveside and Shadow Man in Deadside.



### VIOLATOR

This is a devastating, arm-mounted swirling razorgun; a multiple-shot, long-range weapon, it fires massive bursts of Asylum-fashioned projectiles. The only limitation is ammunition – Violator Ammunition Cartridges are a limited commodity. Potentially it can hold up to 999 shots.



### ACCUMULATOR

These are large, black Asylum power cells, throbbing with some dark power, of which there are five located in the Liveside areas. Ultimately, they must be used somewhere within the Asylum.



### JACK'S JOURNAL

This is the diary of Jack the Ripper, as seen in the introductory sequence, and holds the secrets of the Asylum.



### ENGINEER'S KEY

This is a lethal-looking, arm-mounted device that is used as an all-purpose key within the Asylum to open doors and flick switches.

## REAL-WORLD ITEMS

These objects appear in Liveside to solve real-world problems. They will only function in the Liveside levels, so, for instance, it's impossible to use the Flashlight to illuminate areas of Deadside.



### FLASHLIGHT

This is useful for illuminating darkened rooms and corridors throughout Liveside.



### PRISON KEY CARD

This is a master security card that will allow access to many of the high security areas within the prison.



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